

Chaos Shield



Abjuration, Wild

Level: 2

Range: 0

Components: V, S

Casting Time: 2

Duration: 1d10 rds. +2 rds./level

Area of Effect: The caster

Saving Throw: Special

Following the discovery of wild magic came the discovery of wild surges and the personal danger such surges create. After several wild mages destroyed themselves by rather spectacular means (or suffered very odd side effects), the chaos shield was created as protection from these surges.

This spell imbues the wild mage with special protection against the effects of wild surges. It protects only against wild surges caused by the caster's own spells, not from the effects of another mage's wild surges.

When a wild surge affects a caster protected by chaos shield, the caster is allowed a saving throw vs. spell. If the saving throw is successful, the effect of the surge on the caster is negated. If the saving throw is failed, the caster is affected normally by the surge. The spell does not protect against wild surges that might be caused by its own casting.

The chaos shield protects only the caster and does not negate the effects of a wild surge for other individuals who might be in the area of effect. The caster cannot voluntarily cancel the protection once he learns the nature of a wild surge; the chaos shield protects from both good and harmful effects. Thus, if a wild surge resulted in a heal spell for all individuals within 10 feet of the caster, the protected caster might not benefit~ while all others in the radius would be healed.

The spell remains in effect until it negates a wild surge or the spell duration expires.

Notes: Restricted to wild mages; uncommon (ToM).